John Smith: As a student I found the game both entertaining and educational. Learning about 350 was made interesting as we were competing against our friends trying to score a better score. The time that we had to play the game was a bit long as my hands got tired from all the typing.

Jo Smith: As a teacher I am always looking for new ways to teach my students on the importance on sustainability in the environment. This program did exactly that. As a user I found the game to be simple to understand and the competitive side to the game was an element that made the game that much more fun to play.

Bob Smith: As a skeptic I found the game to be very much exaggerated. The game depicts 350 as being a serious problem and exaggerates the effects of what we as consumer have on the environment. Typing a bunch of words doesn’t address the problem as there are no real solutions to how we can solve the problem.